

2

## PATENT ABSTRACTS OF JAPAN

(11)Publication number : 07-031737

(43)Date of publication of application : 03.02.1995

(51)Int.Cl.

A63F 7/02

A63F 7/02

A63F 7/02

A63F 7/02

(21)Application number : 06-131056

(71)Applicant : L II TEC:KK

(22)Date of filing : 20.05.1994

(72)Inventor : KAWASE TAKASHI

(30)Priority

Priority number : 05141385

Priority date : 20.05.1993

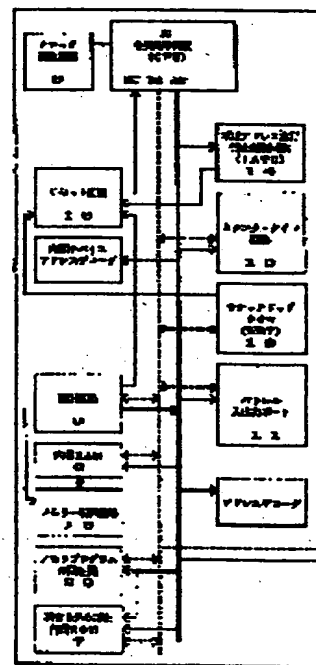
Priority country : JP

## (54) MICROCOMPUTER CHIP FOR CONTROLLING GAME MACHINE, AND COLLATING DEVICE FOR DETECTING ITS ILLEGALITY

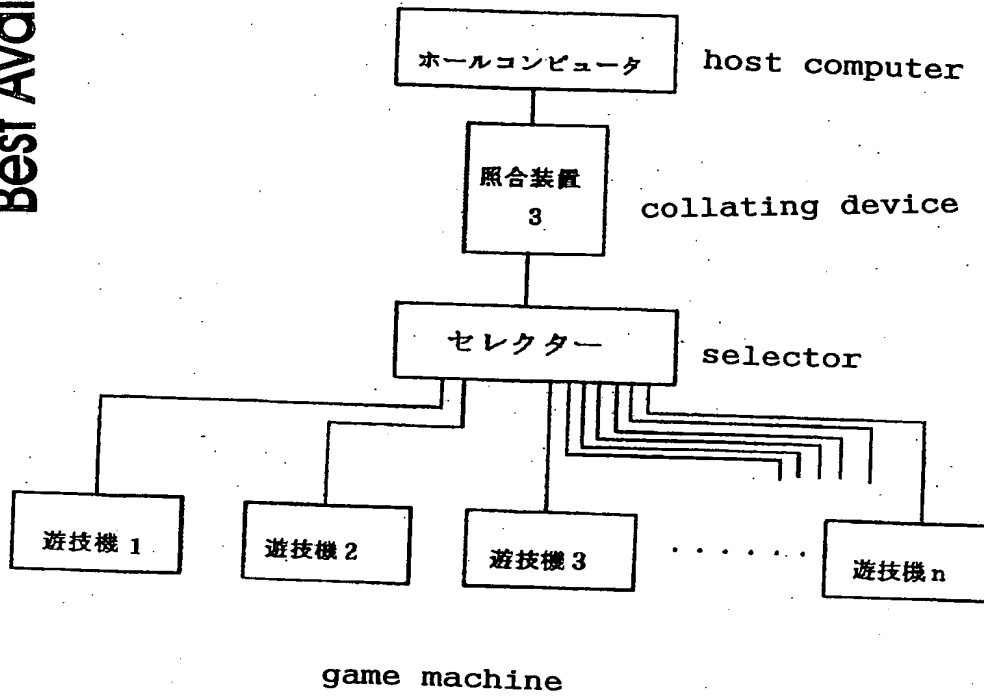
(57)Abstract:

PURPOSE: To prevent illegality by executing control by a central processor using a program written in a built-in ROM and data written in a built-in RAM for rewriting inhibition, and also, inhibiting a program operation executed from the outside of a designated area without executing a check of the program written in the built-in ROM unless an identification code is inputted from a collating device.

CONSTITUTION: As for the microcomputer chip, if a power source is turned on when an ID collating device is not connected, a discriminating circuit 9 compares an input pulse with a check pulse. At the time of non-coincidence, a reset circuit 16 is operated, a game machine control CPU 5 is reset, and an operation of the game machine is inhibited. To the CPU 5, an illegal address execution inhibiting circuit 14 is connected, and in the case a program other than that of a built-in ROM 7 is executed, the reset circuit 16 is operated. When abnormality does not exist, the game machine is controlled by the built-in ROM 7 and built-in RAM 8. The built-in ROM 7 uses a rewriting inhibition ROM inspected and supervised by a third inspecting organ and a supervisory body.



【図11】



Supplement to the Patent Abstracts of Japan of Reference 2

The invention relates to checking on unjust rewriting of the program written in the ROM of a game machine controlled by a CPU and on unjust replacing of the ROM itself.

Figure 11 illustrates a system having a network used for checking on tampering in a game center provided with a plurality of game machines.

All of the game machines 1 through n are coupled to a collating device of a host computer via a single selector. The ROM of each game machine is given an ID code and such an ID and the data stored in the collating device are collated to see whether there has been any wrong doings.